

James Harvey

Bachelor of Science in Game Design
Champlain College '13

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EDUCATION



Champlain College Burlington, Vermont

- Completed Bachelor of Science in Game Design
- Spent semester abroad in Montreal, Canada at the Champlain College Campus. Studied with professionals from THQ and Behaviour.



SKILLS

- Adobe Creative Suite
- JavaScript
- Unity3D
- Game Systems Design
- C++
- Subversion
- Quality Assurance
- Scrum/Agile Development
- Unreal Development Kit

GAME PRODUCTION EXPERIENCE



Sagittarii Run, Burlington, Vermont Jan - April 2013

QA Lead

- Coordinated Quality Assurance for the game
- Developed testing plans
- Used Google Forms to track feedback from testers
- Winner of RPI GameFest 2013 - Excellence in Visuals Award

Koda, Montreal, Québec Jan - April 2012

Lead Systems Designer

- Created all base game systems, gameplay elements, and puzzle designs
- Planned and implemented 3 levels in the game
- Communicated with group through Google Documents
- Prototyped in Unity and Adobe Illustrator

Emergent Media Center, Burlington, Vermont Sept 2010 - April 2011

Conceptual Game Designer

- Design on Body Defense Project, a mobile game to teach children about the functions of the human immune system
- Brainstormed and conceptualized projects with clients to best suit their needs
- Worked as an ambassador for prospective student employees at admission events

WORK EXPERIENCE



Magic Hat Brewing Company, Burlington, Vermont Jul 2013 - Present

Artifactorian Bartender

- Studied and completed Cicerone Beer Server certification program
- Pour and present beer tasting "flights", requiring strong interpersonal skills
- Lead guided tours of the brewery, including history, culture, and brewing processes

People's Products, Manchester, Connecticut Aug 2008 - Dec 2009

Show Demonstrator

- Marketed for energy-efficient home improvement products
- Trained new employees
- Coordinated transportation to and from trade shows